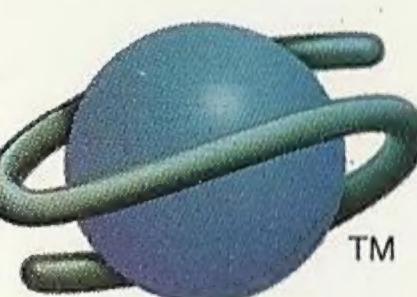
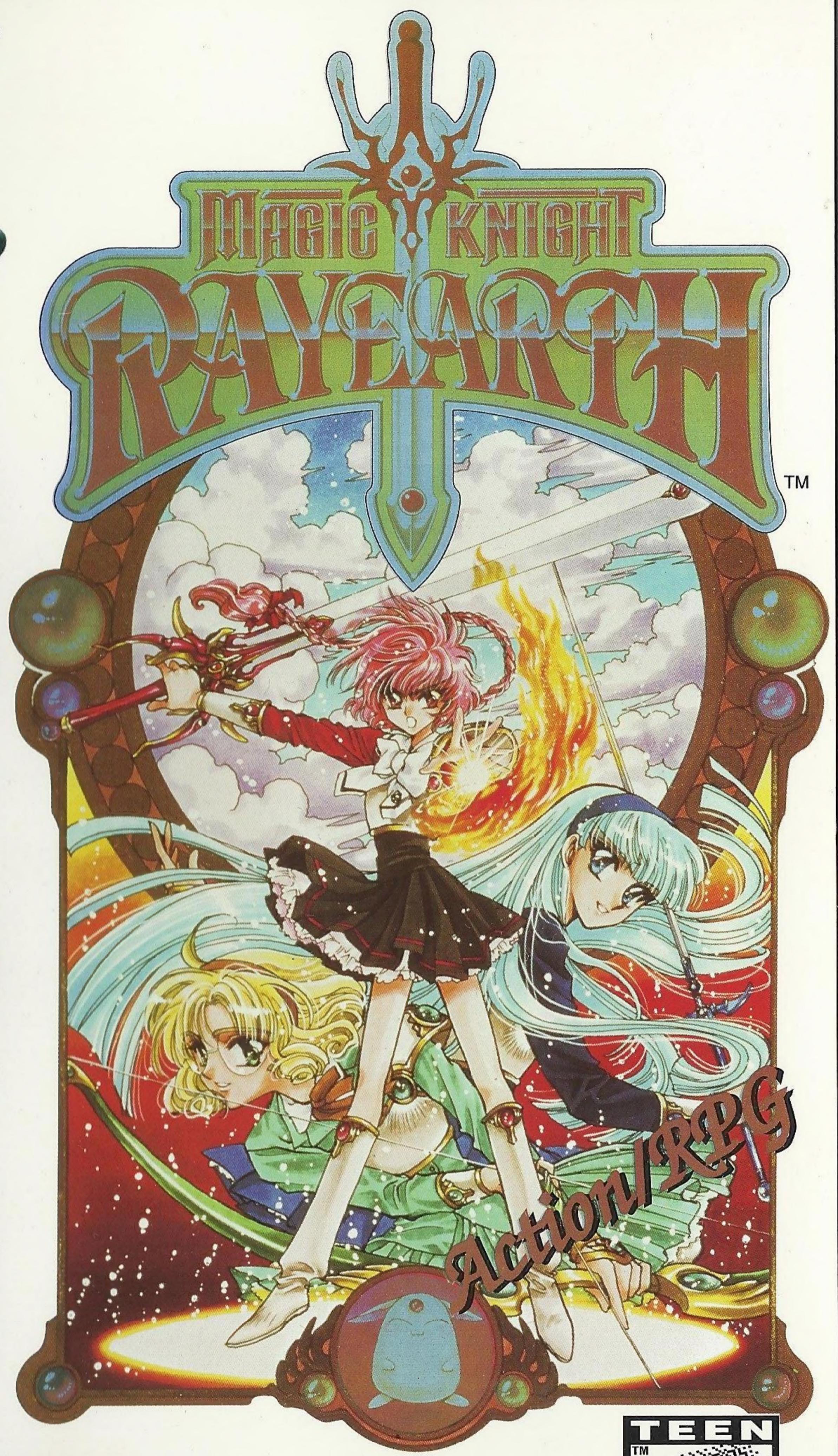


SEGA®



SEGA

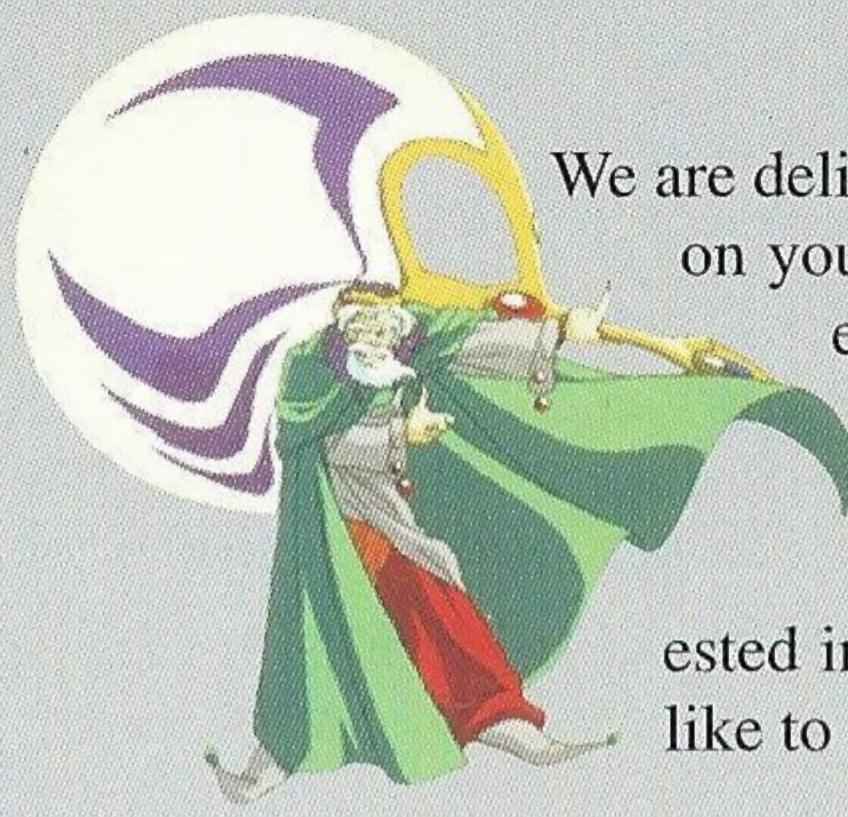


LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN® SYSTEM.



CONTENT RATED BY
ESRB

T-12706H



We are delighted that you have chosen *Magic Knight Rayearth*™ for play on your SEGA Saturn® System. We hope that you will continue to enjoy this and all of our games for the SEGA Saturn® System. Due in part to the numerous requests we've had for Action/RPG games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

Handling Your SEGA Saturn® Disc

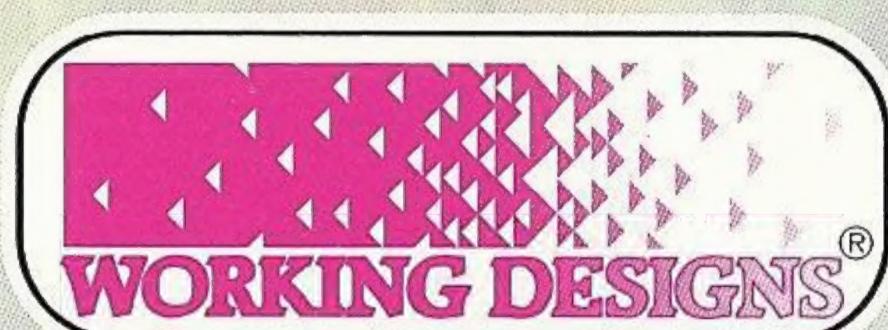
- This Sega Saturn® disc is intended for use exclusively with the Sega Saturn® System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn® compact disc.
- Keep your Sega Saturn® disc clean. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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18135 Clear Creek Road
Redding, CA 96001

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NOTE: This product has been rated by the *Entertainment Software Rating Board*. For information about the *ESRB* rating, or to comment about the appropriateness of the rating, please contact the *ESRB* at 1-800-771-3772.





Story

There was a time not long ago when the kingdom of Cefiro was at peace, when its inhabitants knew nothing of heart-stopping fear or gut-wrenching terror. The magical prayers of benevolent Princess Emerald blessed the whole of the land with lush beauty, and protected the people from worry or harm. Life in Cefiro was life at its most idyllic...until the unthinkable occurred.

Emerald's most powerful guardian, Zagat, revealed his dark soul and betrayed the trust of his Princess. He stole her away and imprisoned her deep within an enormous fortress, which was concealed from view and suspended high above Cefiro by the power of Zagat's black magic.

With her heart and spirit broken, Emerald's prayers ceased, and with them the powerful enchantments that bound tight the very fabric of Cefiro's existence. A world that had never before known the slightest hint of disharmony began a slow, spiraling plunge into chaos. Majestic mountain peaks spewed forth brimstone and hellfire; a gruesome assortment of demonic beasts invaded the countryside; the earth itself shook as if possessed with an uncontrollable rage.

Despite the desperate situation, a glimmer of hope yet remained. An ancient legend told of three awesome warriors summoned from another world and brought to Cefiro. Their innate magical powers would be awakened, they would recover the long-lost weapons known as the "Machines," and they would use their combined strength to liberate the Princess. Cefiro would be saved from total annihilation. But the legend remained just that...

And as the kingdom of Cefiro inched ever closer to destruction, three teenage girls from private schools toured a Tokyo skyscraper, unaware of their ultimate destiny as the Magic Knights of a mystical realm...



Cast of Characters



Hikaru

Hikaru is a simpleminded, good-natured teenager who refuses to fight unless and until she is provoked. Immersed in the ancient martial art of kendo from an early age, Hikaru is extremely talented with a sword. She also possesses considerable talent in the art of sorcery, able to expertly wield the magic of fire. Hikaru has an innate ability to communicate with animals, a skill she calls upon frequently to decipher the cheerful chirpings of the adorable Mokona.



Umi

Umi has never had a problem voicing her opinion. She likes to let everyone know exactly what's on her mind...which is usually the latest in high fashion or bouncin' and behavin' hairstyles. Most of Umi's schoolmates believe she's as shallow as a wading pool, but Hikaru and Fuu know that on (extremely) rare occasions, Umi can be thoughtful and caring toward others. When Umi is forced to fight, she likes to use her favorite blade, or cast the magic of water.



Fuu

Fuu is a very self-conscious person who's overly concerned about everything. She likes to be as honest and straightforward as she can without hurting anyone's feelings, but this leads her to be wishy-washy when it comes to making a decision. It's only in the heat of battle that Fuu stops worrying and relies on her quick thinking and impressive skill with a bow. She's also not afraid to call upon the magic of wind for assistance when things get dicey. Fuu has even learned healing spells to help others recover from injuries.



Cast of Characters



Clef

He is the High Priest of Cefiro, and its greatest tutor of the magical arts. Despite his very youthful appearance, Clef is well over 700 years old. He strives to help Hikaru, Umi, and Fuu become the legendary Magic Knights.



Ferio

Feeling more than a bit self-conscious, Ferio wields a sword as long as he is tall. This talented swordsman seems to be completely enthralled with Fuu. Sparks are gonna fly!



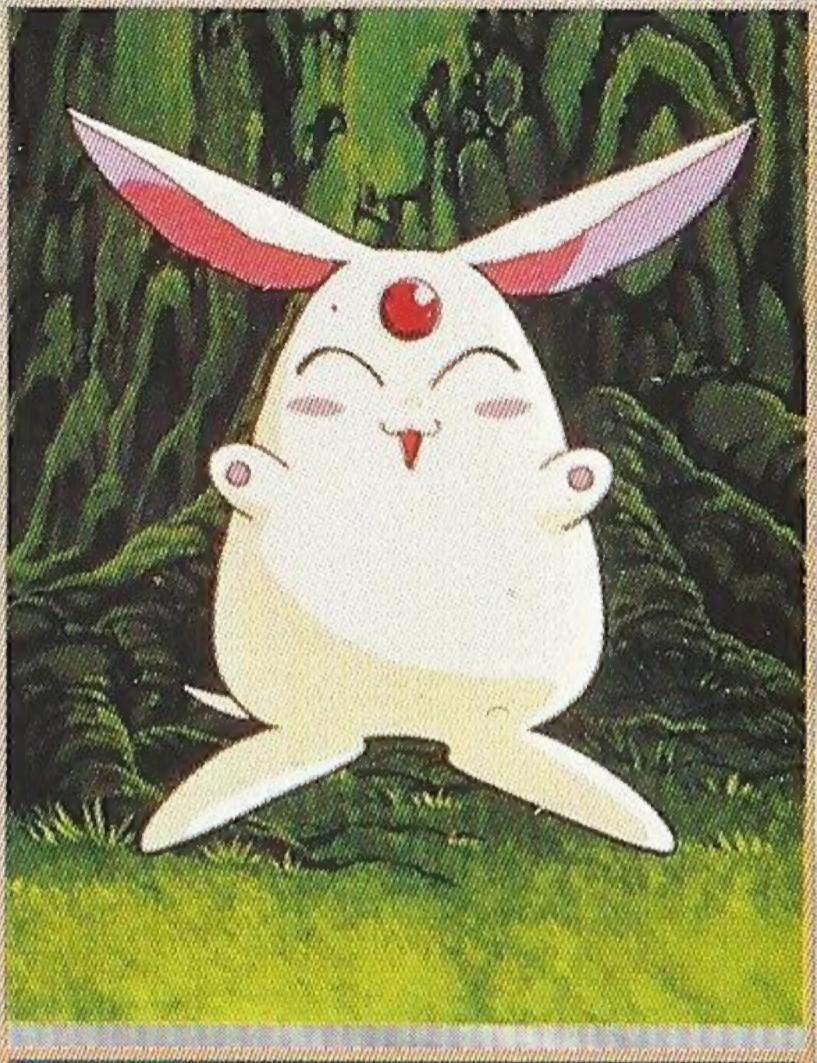
Precia

She has a unique skill of turning Escudo, a magical mineral, into powerful weapons. She is also a storehouse of useful information. Along with Clef, Precia will help guide the girls in their quest.

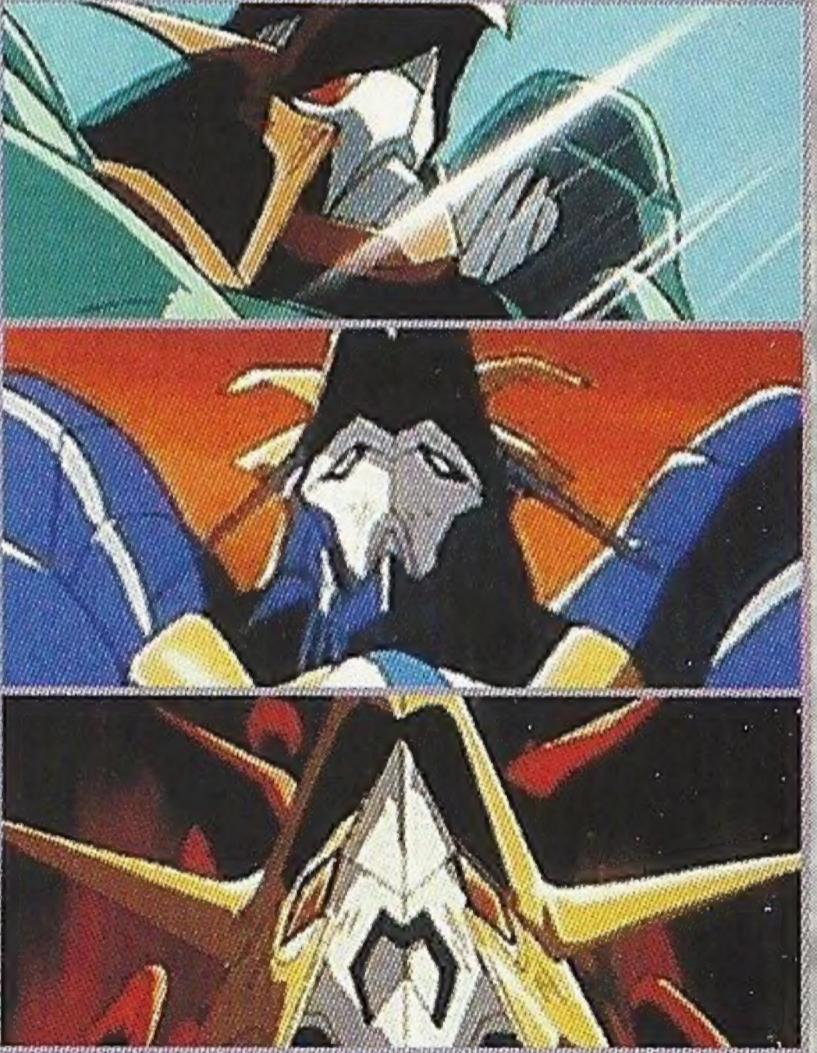


Emerald

Princess Emerald is handling her betrayal and imprisonment quite well. Her only hope for freedom lies in the hands of three young women. Emerald hopes that these three will have the courage and determination to free her.



This mysterious being looks as innocent as a bunny; however, he is quite the opposite. Since he has the ability to communicate with Hikaru, he provides the girls with priceless information during their adventure.



Machines

In order to stop Zagat, the would-be Magic Knights must find and release these weapons. Only by unlocking the power within themselves will Hikaru, Umi, and Fuu be able to call upon the Machines to stop Zagat.

Cast of Characters



Alcione

A former pupil of Clef and servant of the Princess, Alcione delights in the thought of using her magic on those who would dare to disobey Zagat. She especially seems to relish tormenting Hikaru, Umi, and Fuu.



Caldina

Caldina is a saucy little wench who loves to torment men with her most excellent bod. She and her younger brother, Ascot, have given their allegiance to Zagat in the hopes that they will ride his coattails into positions of power.

Ascot

Caldina's little brother is a snot-nosed magician who reluctantly tries to stop the Magic Knights' progress toward saving Princess Emerald. Though small of stature, Ascot is a potentially lethal foe.



Innova

Innova was once a wild beast that protected the castle's gate, but thanks to Zagat, he has been transformed into a beast-like human. He now serves as Zagat's high priest and official yes-man. Watch out! This guy's really slimy.



Zagat

Once the loyal priest of the Princess, Zagat's mysterious madness has driven him to kidnap her. His magical powers and ability to motivate underlings are nothing short of amazing.



Before You Begin

Before turning on the SEGA Saturn®, make sure it is properly connected according to the SEGA Saturn® instructions. Insert the CD into the well of the CD tray and close the lid. Next, press the power button on the front of the unit. (Or, if the unit is on, select the "Saturn" icon on the CD screen.) The title screen should appear. If the unit fails to function correctly, turn it off. Check to see if the SEGA Saturn® is connected properly, then try again.

When you have finished playing, select SAVE before turning off the unit. Always make sure to turn off the SEGA Saturn® before removing a CD or attempting to insert cartridges into the cartridge slot.

IMPORTANT: The SEGA Saturn® CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If the SEGA Saturn® system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

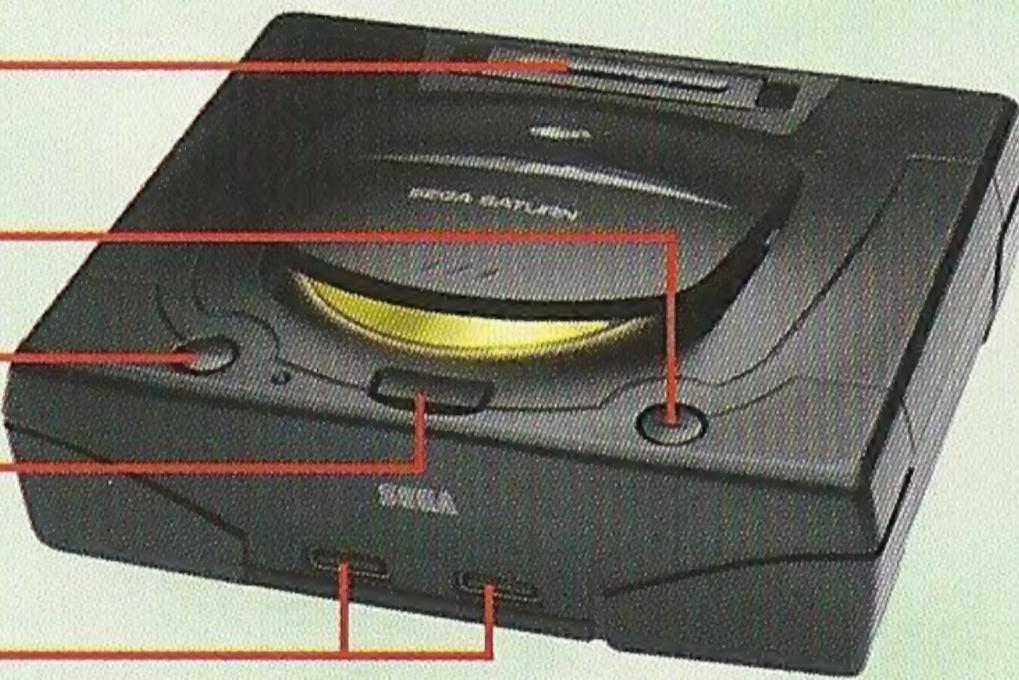
Cartridge Slot

Reset Button

Power Button

Open CD Door

Controller Ports



Right Shift Button

★ Switch between characters.

Y Button

★ Used to view map.

Start Button

★ Start the game, skip opening animation.
★ Opens and closes the Normal Menu.

Left Shift Button

★ Switch between characters.

Z Button

★ Change the selected character's magic.

Direction Key

★ Moves character on the screen.
★ Moves cursor on menu items and in boxes that require a response.

C Button

★ Use character's magic.
★ Confirm menu commands.



X Button

★ Allows character to dash after they've learned the skill.

A Button

★ Initiates conversations with townspeople.
★ Search for hidden items.
★ Use character's weapon.
★ Confirm menu commands.



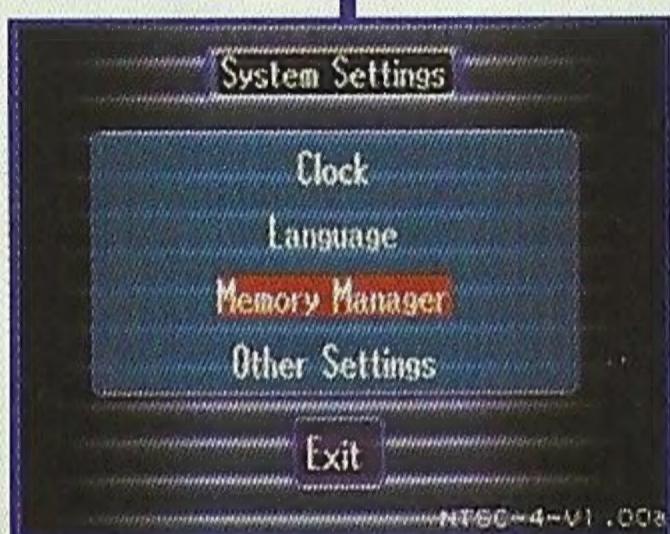
Saturn® Backup RAM



Since a game's save data cannot be saved directly on a compact disc, the SEGA Saturn® is equipped with Internal Backup RAM. Most CD games have a save feature that uses it. If a game cannot be saved, it may be necessary to delete previously saved data or copy save data to a Backup RAM cartridge. If the Saturn's memory is full, make room on the Backup RAM by deleting unwanted save data files.

Accessing the Memory Manager

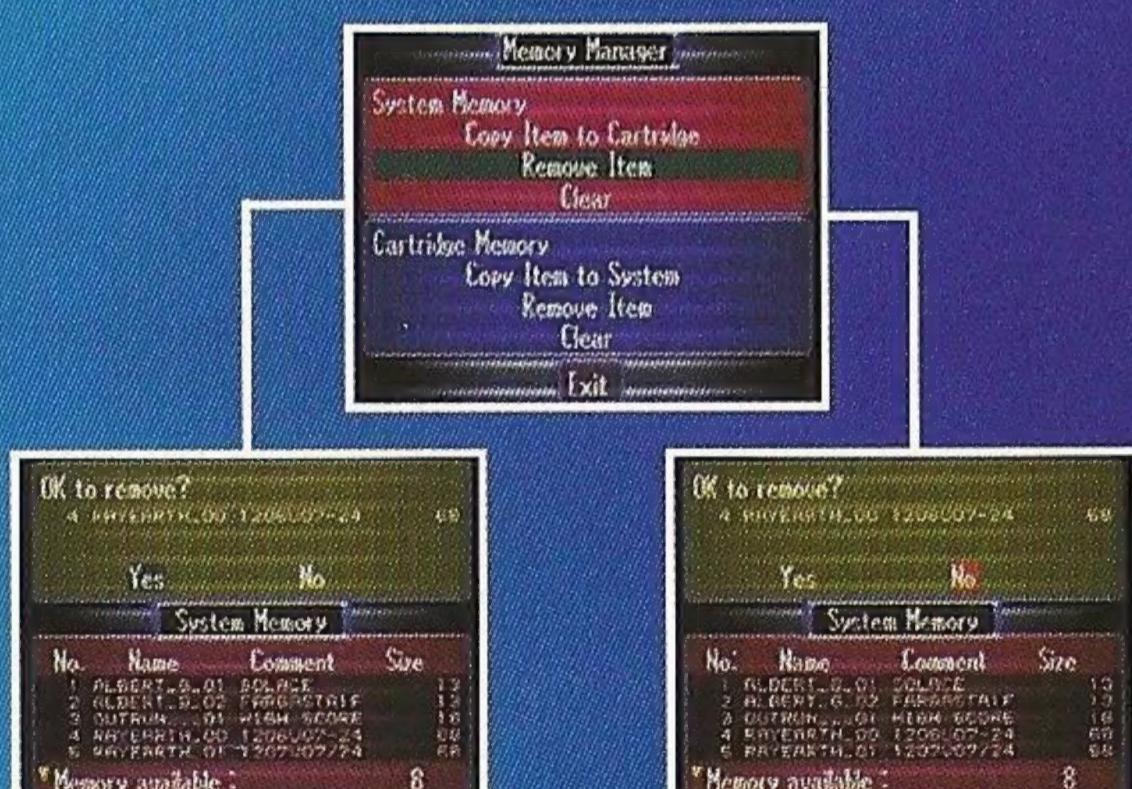
To access the System Settings menu quickly, turn on the SEGA Saturn® and hold down the Right and Left Shift buttons on the controller. If the game unit is already turned on, press the RESET button while holding down the Left and Right Shift buttons. From the System Settings Screen, select Memory Manager.



From this screen, any or all of the save data files in the System Backup RAM can be deleted. The box below describes in detail how to delete save data. ***Remember, once save data is deleted, it can never be recovered...so don't come crying to us if your most precious save goes bye-bye.***

Deleting Selected Data

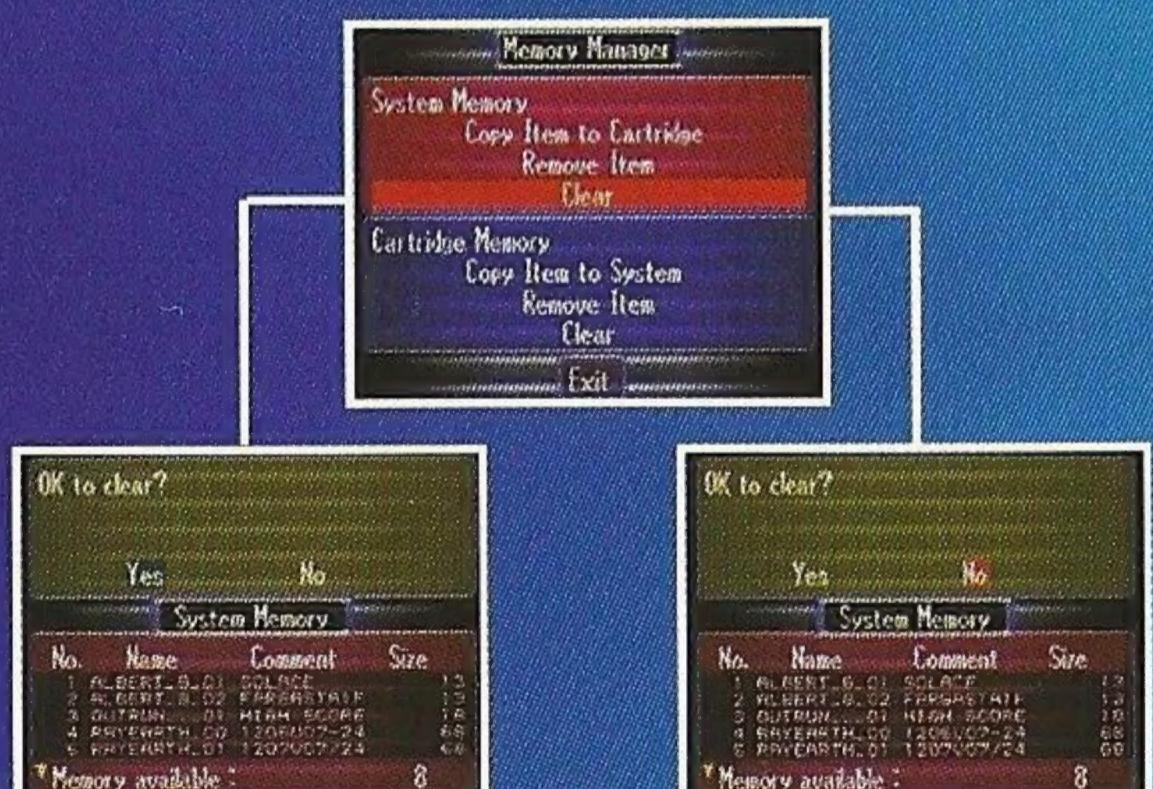
To delete specific save data on the SEGA Saturn®, select "REMOVE ITEM" from the System Memory box and press the "A" button. The Delete Screen then will appear. Next, decide which file to erase.



If "YES" is selected, the save data file will be erased, freeing up more memory for game saves.

Deleting All Save Data

To clear all of the save data files on the SEGA Saturn®, select "CLEAR" from the System Memory box and press the "A" button.



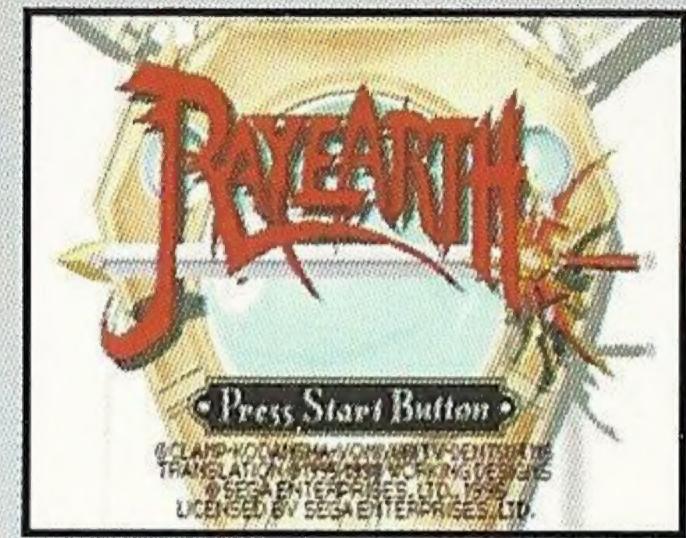
If "YES" is selected, then all of the save data will be erased. Once erased, it can NEVER be recovered.

NOTE: If the message NOT REMOVED! appears, there may be a problem with the system's backup memory. For assistance in fixing this problem, call 1-800-SEE-SATURN.



Starting the Game

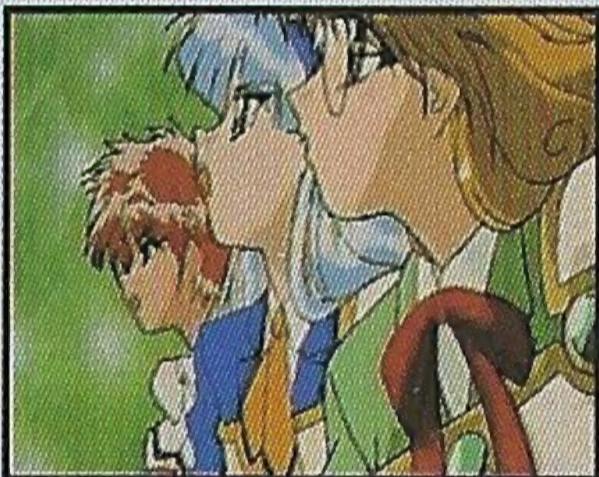
If the START button is pressed during the opening animation, the Title Screen will appear. When "Press Start Button" is displayed, press the START button. After pressing the START button, choose from one of the following options: New Game or Load Game. These two options are described below.



New Game



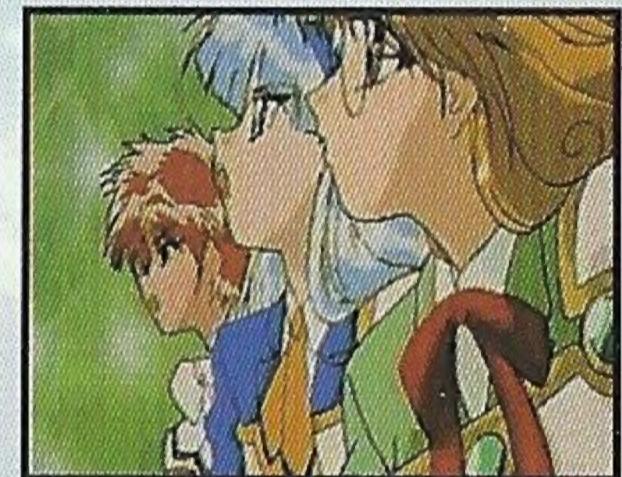
Start a new game.
To start a new game, select New Game.



After selecting New Game, the game will start from the beginning. By paying close attention to the opening animation, enough information can be obtained to help save the Princess.

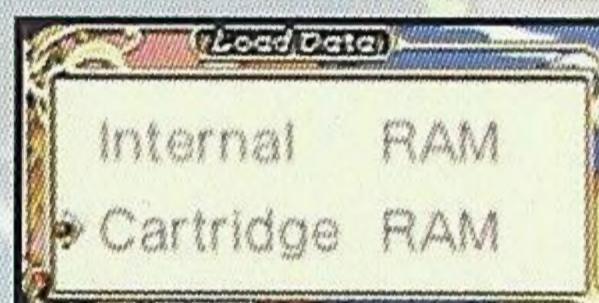


Load Game

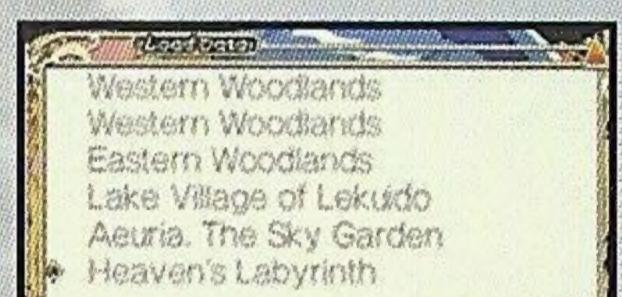


Continue a previously saved game.
To continue a previously saved game, choose Load Game. Press the "A" button.

The Load Screen will be displayed.



If a Backup RAM cartridge is installed, choose where the save data is located: Internal RAM or Cartridge RAM. Press the "A" button. In order to load games from the Backup RAM cartridge, the RAM cartridge must be firmly inserted into the cartridge slot of the Saturn *before* turning on the system. **NEVER INSERT THE CARTRIDGE WHEN THE UNIT IS TURNED ON!**



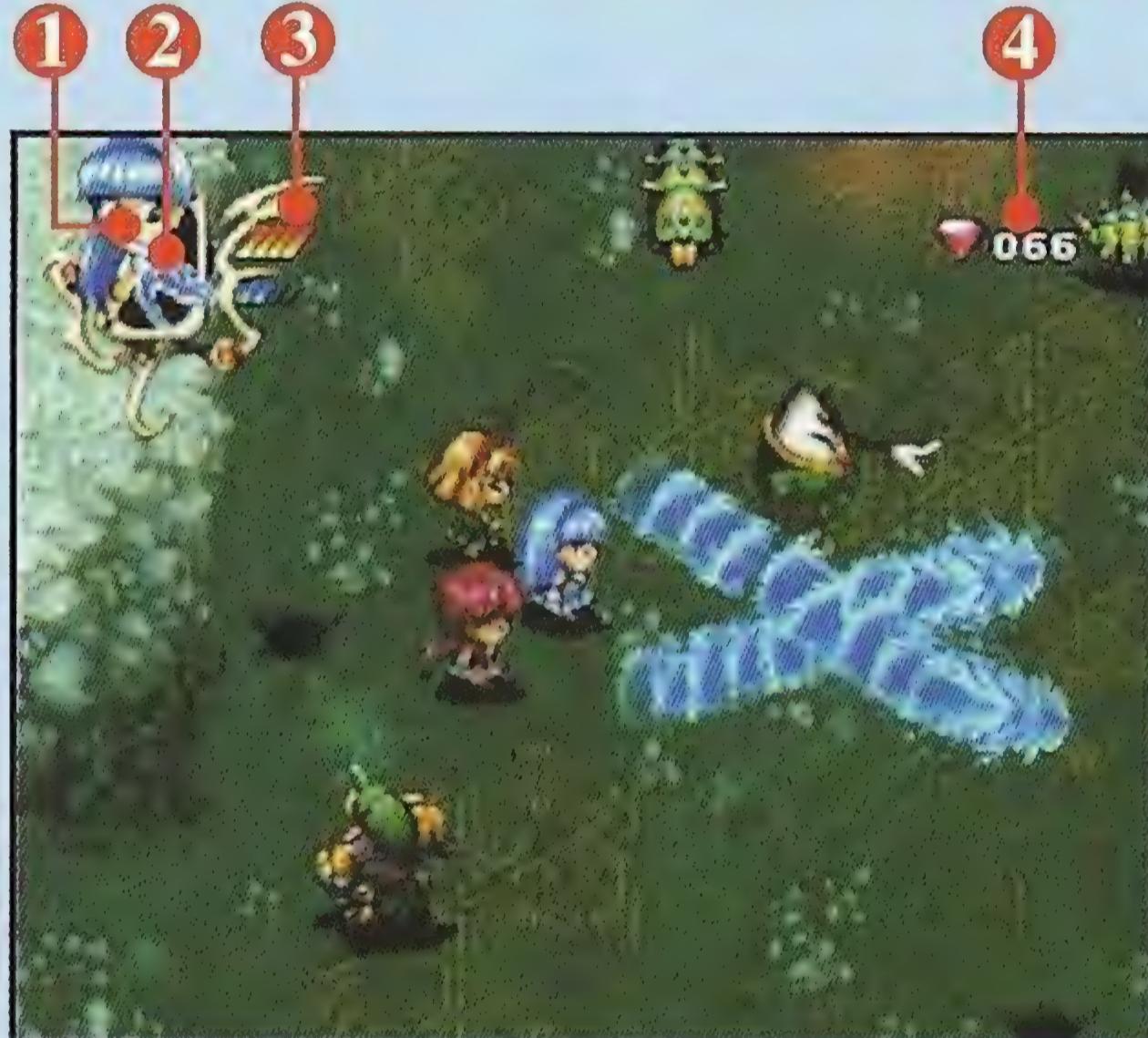
To load one of the files, first use the Direction Key to move the cursor to the data file. To quickly jump to the top or bottom of the list, press the Right or Left Shift button. Once a data file has been selected, press the "A" button. The game will then begin from that save location. To cancel and return to the previous screen, press the "B" button.

Playing the Game



After starting the game, Hikaru, Umi, and Fuu will be faced with many different enemies that will try to stop them from saving the Princess. The key to winning the game is understanding each and every aspect of the Game Screen. Take the time to become familiar with it.

Game Screen



- 1 Character.** The character that the player is controlling.
- 2 Magic.** The type of magic that the character is currently using.
- 3 HP/MP.** The top bar displays the character's hit points, and the bottom bar displays her magic points. The character's hit points decrease when she is injured, and her magic points decrease when she casts a spell. Some spells use more MP than others.
- 4 Gem Stones.** The number of gem stones collected during the quest. Gem stones can be used to purchase items.

Switch Characters

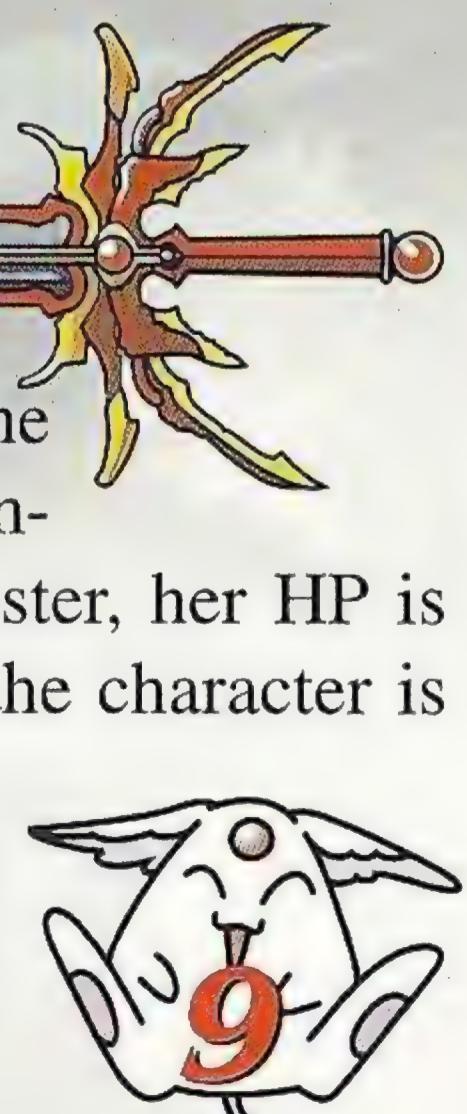
Each of the characters—Hikaru, Umi, and Fuu—have different abilities. It is therefore necessary to switch between all three characters in order to complete the game. For instance, it may be necessary to use a certain character's weapon or magic to defeat a boss. Also, if a character is near death, switch to another character until it is possible to heal the injured party member. To switch between characters, press the Right or Left Shift button until the desired character is selected.



Damage to Characters



When attacked by monsters, the character in the lead is the only one that will receive the damage. When she receives damage from a monster, her HP is decreased. When her HP becomes zero (0), the character is knocked senseless. When a character is senseless, she cannot be selected with the Right or Left Shift buttons. If the HP of all three characters becomes zero (0), they will be sent back to the beginning of the last checkpoint.



Start Menu

If the START button is pressed during the game, the Start Menu will appear. The Start Menu shows the following information: Character, Escudo Level, HP/MP, Magic, Skills, Command Window, and Message Window. To access another character, simply press the Right or Left Shift buttons. The Start Menu is described below.



Start Menu



- 1 Character.** The character who is currently selected. To select another character press the Right or Left Shift buttons.
- 2 Escudo Level.** Shows the current level of Escudo.

- 3 HP/MP.** The character's current hit points and magic points.
- 4 Magic.** The magic(s) that the character has memorized. To select a magic for the character to use, move the cursor to the desired magic. Press the "A" or "C" button. A brief description of the magic will be displayed in the Message Window.
- 5 Skills.** The skills that the character has learned. Throughout the game, the character will be able to master a number of special, and vitally important, skills. Once a skill has been mastered, a brief description of that skill will be displayed in the Message Window.
- 6 Command Window.** Access the following commands: Illustrated Diary writing, Review Trip Memories, Item, Consult Clef, Settings.
- 7 Message Window.** Displays explanations of commands.



Command Window

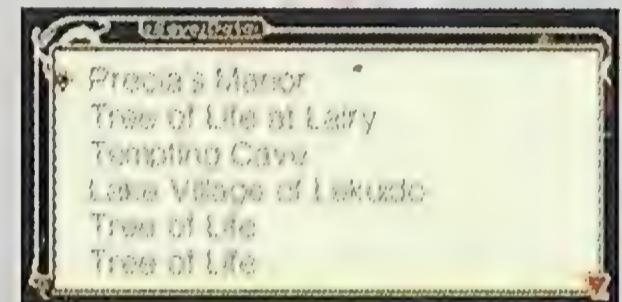


If the START button is pressed during the game, the Start Menu will be displayed. Located just above the Message Window on the Start Menu is the Command Window. The Command Window allows the following commands to be accessed: Illustrated Diary Writing, Review Trip Memories, Item, Consult Clef, Settings.

Illustrated Diary Writing

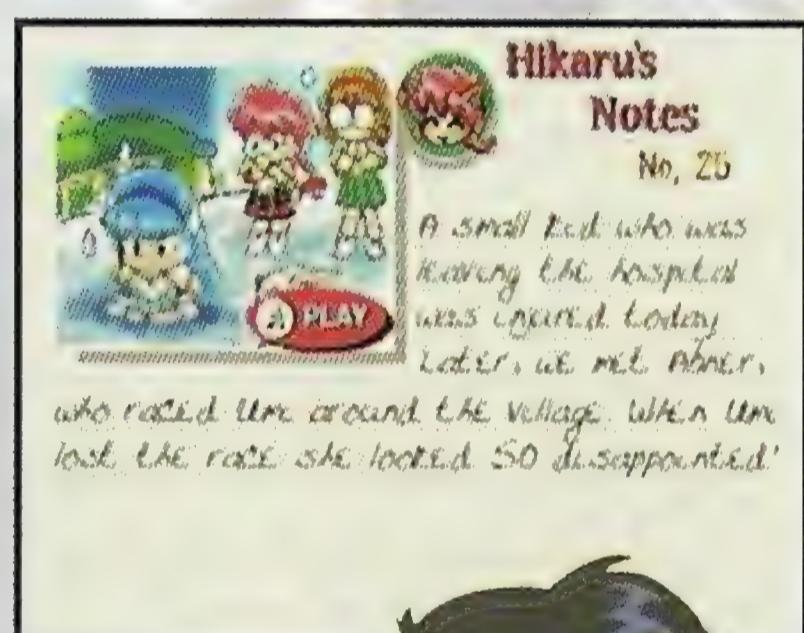
Saves the Game. The game can be saved at almost any time during the game. To save a game, press the START button to access the Start Menu. Next, select "Illustrated Diary Writing." The Save Screen will then be displayed.

If a Backup RAM cartridge is installed, choose where to save the data: Internal RAM or Cartridge RAM. Press the "A" or "C" button. To save games to the Backup RAM cartridge, first make sure that the RAM cartridge is firmly inserted into the cartridge slot of the Saturn *before* turning on the system. **NEVER INSERT THE CARTRIDGE WHEN THE UNIT IS TURNED ON!**



To save the game, first use the Direction Key to move the cursor to the location in which the game will be saved. Press the "A" or "C" button. The game will be saved. To cancel and return to the previous screen, press the "B" button.

Review Trip Memories



Read the character's diaries. Each of the characters have decided to keep a diary of all their exciting travels in Cefiro. After experiencing key events in the story, the characters will write new entries. Make sure to check their diaries frequently to receive added insight into the adventure. To listen to a character read their diary out loud, press the "A" button. The character will then read the diary entry. Move the Direction Key to the right or left to view other diary entries for the same character. Pressing the Left or Right Shift buttons will change to another character's diary. *Finally, diaries that can be read without the risk of being caught!*



Command Window

Item

Displays items that have been collected during the game. There are a number of items that can be gathered during the game; these items can be bought, found, or received from characters encountered in Cefiro. Take the time to search through the towns and dungeons to find all of the items. The Item Screen is described below.

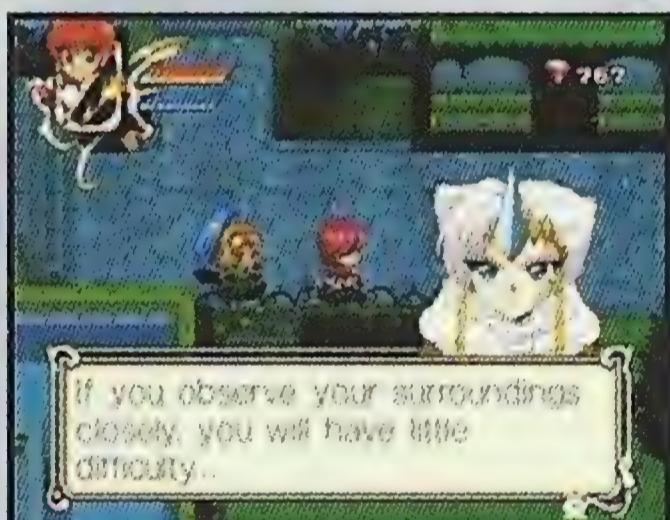
Item Screen



- ① **Items.** The items that are currently in the characters' inventory. To use an item, move the cursor to the desired item. Next, press the "A" or "C" button to use the item. To cancel, press the "B" button.
- ② **Machines.** Shows which Machines have been revived.
- ③ **Rainbow Amulets.** Displays which Rainbow Amulets have been gathered. These items can be traded at the Rainbow Junction Shop for other valuable, and sometimes priceless, items.
- ④ **Message Window.** Displays explanations of commands.

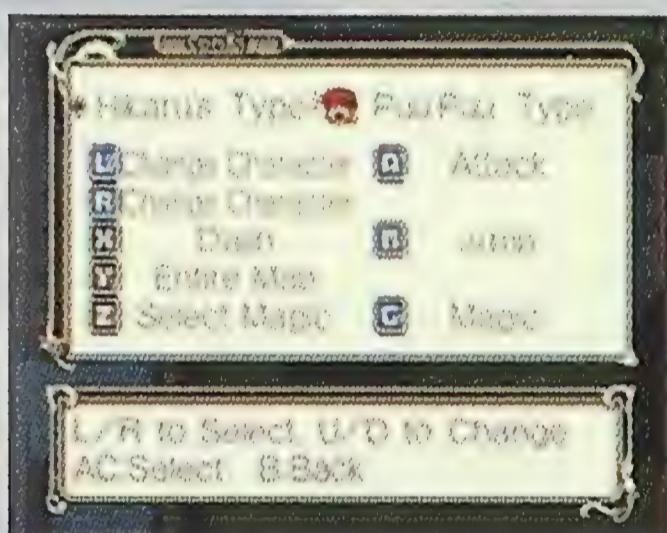
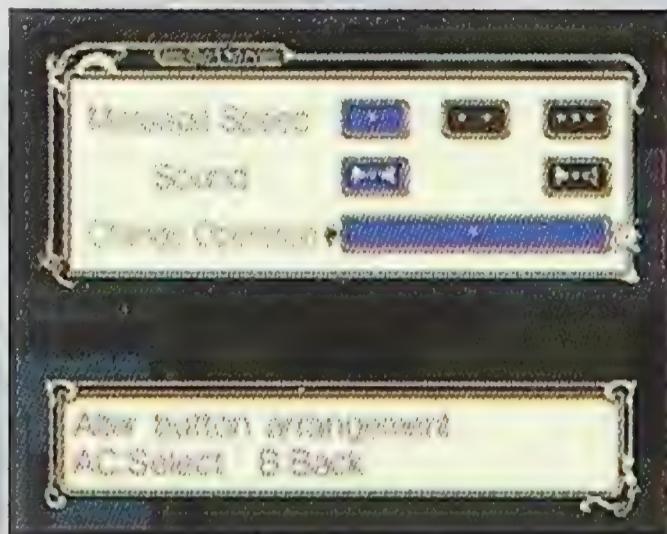
Consult Clef

"Where do I go next?" "What should I do now?" "I'm stuck in the game!" Whine, whine, whine... When you're stumped for a solution, it's time to consult Clef. With over 700 years of life lessons under his belt, Clef is the perfect person to dish out advice. When this option is selected, Clef will offer his opinion as to what should be done next.



Command Window

Settings



Change game settings.
From the Settings Screen the following options can be changed: Message Speed, Sound, and Change Operation. These options are described at right. To change a setting, move the Direction Key to the desired setting and press the "A" or "C" button. To cancel and return to the previous screen, press the "B" button.

Message Speed

The speed that messages are printed on the screen. Choose from "SLOW," "NORMAL," or "FAST."

Sound

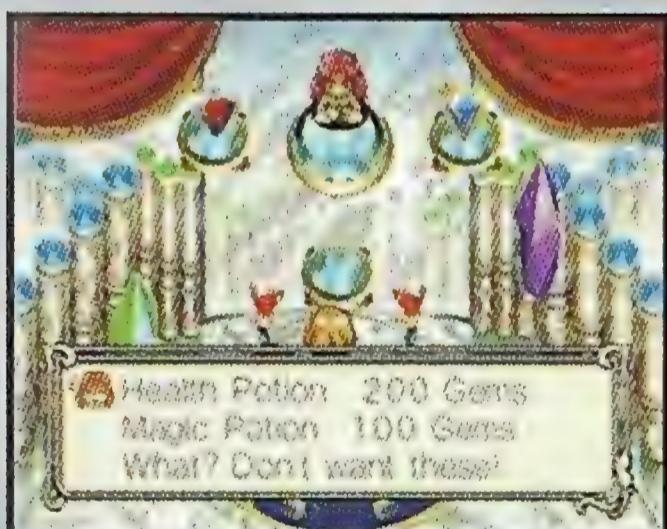
Determines how the sound in the game is heard. Choose from either "STEREO" (Girl Power!) or "MONO" (No Power!).

Change Operation

Controller configuration. Allows three different ways to set up the "L", "R", "X", "Y", and "Z" buttons, according to each girl's personal preference. There are also two different settings for the "A", "B", and "C" buttons.

Shops

Through the course of their many travels in the world of Cefiro, Hikaru, Umi, and Fuu will come across a number of shops in which they can purchase supplies for the trip. The characters must have enough Gem Stones to purchase items. There isn't any government assistance in Cefiro, so if the girls don't have enough Gem Stones, tough luck!

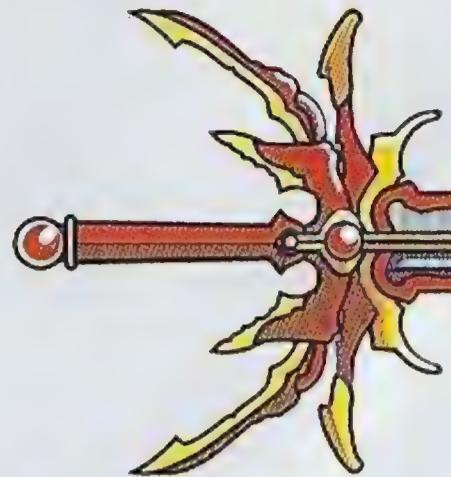


To purchase an item, follow these simple steps. After talking to the shopkeeper, a list of items available for sale will be listed in the Message Window. Use the Direction Key to move the character cursor to the item desired for purchase.

To purchase that item, press the "A", "B", or "C" button. The character must then confirm their decision to purchase the item. To confirm the decision to purchase the item, select "YES." The item will be purchased and placed in the characters' inventory. To decline purchasing the item, select "NO." The item will not be purchased.



Items



Gem Stone

Gem Stones are acquired by defeating monsters. Use them to purchase items in shops.



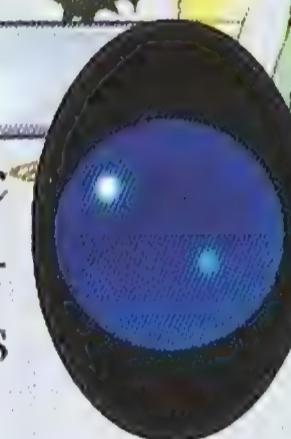
Heart Ball

Recover HP. Use a Heart ball to recover a character's hit points.



Magic Ball

Recover MP. A Magic Ball will recover a portion of a character's magic points.



Magic Potion

Recover MP. The Magic Jewel will recover the magic power of all three characters.



Magic Jewel

A character's maximum number of MP will be increased by one, and their MP will be restored to full power.

Heart Jewel

A character's maximum number of HP will be increased by one, and their HP will be fully restored.



Health Potion

Recover HP. This recovers the HP of all three characters, as well as reviving any characters that have been knocked senseless.



Rainbow Amulet

Collect all seven colors: red, orange, yellow, green, blue, indigo, and purple. The Rainbow Amulets can be traded at the Rainbow Junction Shop for special items. Find eight of each Amulet for a VERY special item...

Character Skills

Jump



The character will jump when the "B" button is pressed. Press the "B" button when the character is running to make them jump further. During a jump, the character cannot attack or use magic.

Run



The character will start to run if she continues to walk in the same direction for some time. Use the Direction Key to change a character's direction when she's running.

Talk and Check

To progress in the game, it's important to speak with townspeople. Check out everything that looks suspicious; it just may unlock a secret area.



And don't forget to open all the treasure boxes.



Push



Many times, it is necessary to push objects out of the way in order to proceed. To push an object, have the character stand next to the object. Next, have her walk in the direction that the object needs to move.

Character Skills

Climb



To have the character climb up or down a ladder, press the Direction Key while on the ladder. Of course, when the character is climbing, she will be unable to run, jump, attack, and use magic (*Duh!*).

Attack

There are loads of monsters. These slimeballs love little girls because they make them feel so bad. To attack an enemy, move the character close to the enemy and press the "A" button. *That'll teach 'em to keep their hands to themselves!*



Magic



To use a magic, press the "C" button. The character must first memorize a magic spell before she will be able to use magic. Also, she must have enough magic points in order to use the selected magic.

Power Attack

Attacking an enemy is good, but it's often better to really sock it to 'em. To accomplish this, hold down the "A" button for a brief period of time to increase the character's attack power.



Song Lyrics

A bold, daring dream,
built of hope, bound by chance.
Into daring dreams,
go the bold, conquering their fear.

Free yourself
from bonds of circumstance
a new reality
it's so close
erase the fear.

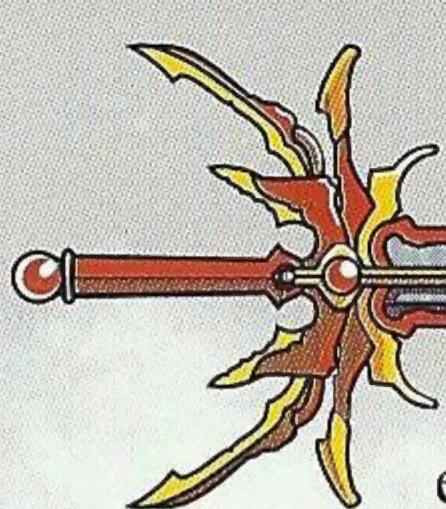
Challenge that which tries
to limit what you seek to be.
(backup: wanna feel free)

Crush bruising obstacles that feed your fear,
gnawing on hopes deep within
clouding the dreams kept safely hidden.

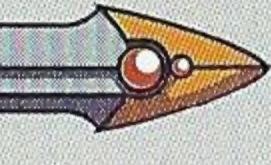
The solitary burden you bear,
can also be a key.

(chorus)
A bold, daring dream,
built of hope, bound by chance.
Into daring dreams,
go the bold, conquering their fear.

A shining ray of light,
as darkness all consumes,
only the bold will break free.



Translation Notes



Magic Knight Rayearth is based on a Japanese anime series that was enormously popular. When we first heard about the game WAY back in 1995, we were seriously interested in doing the US version. Once we SAW the game, that was it, we had to do it. We were warned that a hard disk crash had wiped out some data after the Japanese version was finished, but we were confident the data could be rebuilt.

Fast forward almost 30 months. It took us the bulk of this time to overcome problems with approval for the English version's names (which are very close to the transliterated Japanese names in most cases), data that was missing from the hard disk crash, and various programming and version problems that became apparent in the course of conversion. For these and other reasons, this has been, without doubt or question, the most grueling conversion we have ever attempted. But, it's done, and your extreme patience as a Saturn owner has been rewarded now that you have it in your possession. So then, let's talk about what was done for the US version.

One of the first areas that we targeted to fix was the save system. The original Japanese version only allowed three saves. Because the game is stuffed with tons of awesome animation, we thought it would be cool to allow a lot of saves so a player could save near favorite events and access them quickly. Therefore, the US version will allow saves up to the capacity of the built-in RAM or the External RAM cartridge, whichever the player chooses.

Another important change we made was in the area of slowdown. Polizu initially had a large degree of slowdown due to the large number of sprites being used and animated. By doing a sprite consolidation and reduction, we were able to improve this area and a number of others so that the slowdown is much less noticeable, if at all, with no perceptible change to the look and feel of the town. One area we weren't able to fix was in Rosen. Due to the multilevel structure of the town, we were unable to achieve much of an improvement under the current system. Forgive us, we tried.

When testing the game initially, we found that a large number of players found it very annoying that many, many people in towns talked to you. It slowed down the flow of the game. So, we just kept the Prologue audio up to Precia's mansion, then left in only in-game speech during key events. We used the CD space reclaimed to add a "audible diary" feature where each diary entry can be read out loud by the person who wrote it at the press of a button. This was much cooler because it became an optional feature that extended the game, instead of a mandatory one that slowed it down. The diary entries are also penned in the girl's own handwriting, instead of a standard font.

The Japanese game also featured a quest for Rainbow amulets. If the player got them all, they unlocked a music test called "Mokona's home." In the US version, we added our traditional outtakes mode as another option that opens once all the amulets are retrieved. This is the first time we've given players absolute control over the outtakes play order, since ANY character's outtake file can be played on demand. Outtakes are one of our most popular "extras." We hope you like the special way we've implemented it in this game.

Finally, the original Japanese logo had three gems morphing into the red lettering of the Japanese logo. Initially, we made a logo that allowed us to copy the look and feel of the Japanese logo sequence of the opening animation. However, we were made aware of a logo created for the English Rayearth, so the opening animation was changed again to allow for the new logo's use. Unfortunately, due to the design of the logo, we couldn't incorporate the morph like the original Japanese opening. We also were not able to obtain the rights to the original opening song, so we made one that retained the "feel" of the original, but was completely new.

Chances are, this is the last SEGA Saturn game to be released in the US. We'd like to take this opportunity to thank you for your long and continued support. We'll keep doing great RPG's as long as you keep buying them. Remember, we're nothing without you.

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